This listing of claims will replace all prior versions and listings of claims in the application.

1. (currently amended) A method for adding functionality in order to access information, comprising:

automatically modifying a first portion of existing code, said modifying said first portion of existing code includes adding first additional code to said first portion of existing code, said first portion of existing code that creates a ~~first~~ software entity, said first additional code stores first data relevant to said ~~first~~ software entity, said first data is available when said first software entity is created; and

automatically modifying a second portion of existing code, said modifying said second portion of existing code includes adding second additional code to said second portion of existing code, said second portion of existing code that uses said ~~first~~ software entity, said second additional code accesses second data relevant to said ~~first~~ software entity and correlates said second data with said first data.

2. (currently amended) A method according to claim 1, wherein:

said first portion of existing code ~~that creates a first software entity~~ and said second portion of existing code ~~that uses said first software entity~~ are part of a single application.

3. (currently amended) A method according to claim 1, wherein:

said second data relevant to said ~~first~~ software entity includes information about use of said ~~first~~ software entity.

4. (currently amended) A method according to claim 1, wherein:

said ~~first~~ software entity is an object.

5.   (currently amended) A method according to claim 1, wherein:

said <u>first portion of</u> existing code ~~that creates a first software entity~~ and said <u>second portion of</u> existing code ~~that uses said first software entity~~ are object code.

6.   (currently amended) A method according to claim 1, wherein:

said <u>first portion of</u> existing code ~~that creates a first software entity~~ and said <u>second portion of</u> existing code ~~that uses said first software entity~~ are Java object code.

7.   (currently amended) A method according to claim 1, wherein:

said <u>first portion of</u> existing code ~~that creates a first software entity~~ is part of a larger set of code; and

prior to said step of automatically ~~adding~~ <u>modifying said</u> first ~~additional~~ <u>portion of existing</u> code, said first data is not always made available by said larger set of code.

8.   (currently amended) A method according to claim 1, further comprising the steps of:

executing said first additional code with said <u>first portion of</u> existing code ~~that creates said first software entity~~; and

executing said second additional code with said <u>second portion of</u> existing code ~~that uses said first software entity~~.

9.   (currently amended) A method according to claim 1, further comprising the steps of:

storing said first additional code with said <u>first portion of</u> existing code ~~that creates said first software entity~~; and

storing said second additional code with said <u>second portion of</u> existing code ~~that uses said first software entity~~.

10.   (currently amended) A method according to claim 1, wherein:

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said second additional code traces said ~~first~~ software entity in order to produce trace data; and

said second data includes said trace data.

11.   (currently amended) A method according to claim 10, wherein:

said ~~first~~ software entity is an object;

said first additional code stores said object with said first data;

said second additional code uses said object to correlate said trace data with said first data.

12.   (currently amended) A method according to claim 1, wherein:

said ~~first~~ software entity is an object that pertains to a connection.

13.   (currently amended) A method according to claim 1, wherein:

said first data indicates an SQL statement;

said ~~first~~ software entity is an object that pertains to said SQL statement;

said <u>first portion of</u> existing code ~~that creates said first software entity~~ receives said SQL statement;

said first additional code stores said SQL statement and said object;

said second additional code traces a use of said object and produces resulting trace data, said second additional code stores said trace data with said first data; and

said <u>second portion of</u> existing code ~~that uses said first software entity~~ causes the execution of said SQL statement.

14.   (currently amended) A machine implemented method for adding functionality in order to access information, comprising:

<u>automatically</u> adding first additional object code to a first portion of existing object code<u>,</u> <u>said first portion of said existing object code</u> ~~that~~ creates a ~~first~~ software entity, said first additional object code stores first data relevant to said ~~first~~ software entity, said first data is

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available to said existing object code when said first software entity is created; and

~~automatically~~ adding second additional object code to a second portion of said existing object code<u>, said second portion of said existing object code</u> ~~that~~ uses said ~~first~~ software entity, said second additional object code accesses second data relevant to said ~~first~~ software entity and correlates said second data with said first ~~set of~~ data <u>after said second data is accessed</u>.

15.   (currently amended) A method according to claim 14, wherein:

said ~~first~~ software entity is an object; and

said <u>first</u> existing code ~~that creates a first software entity~~ and said <u>second</u> existing code ~~that uses said first software entity~~ are object code.

16.   (currently amended) A method according to claim 14, wherein:

said step of adding second additional code includes adding code that traces said ~~first~~ software entity and produce<u>s</u> trace data, said second data includes said trace data; and

said step of adding second additional code further includes adding code that stores said trace data with said first data using said first software entity to correlate said trace data with said first data.

17.   (currently amended) A method according to claim 14, wherein:

said ~~first~~ software entity is an object;

said step of adding first additional code includes adding code that stores said object with said first data; and

said step of adding second additional code includes adding code that uses said object to correlate said second data with said first data.

18.   (currently amended) A method according to claim 14, wherein:

said first data indicates an SQL statement;

said ~~first~~ software entity is an object that pertains to said SQL statement;

said <u>first</u> existing code ~~that creates said first software entity~~ receives said SQL statement;

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said <u>second</u> existing code ~~that uses said first software entity~~ causes the execution of said SQL statement;

said step of adding first additional code includes adding code that stores said SQL statement and said object; and

said step of adding second additional code includes adding code that traces a use of said object thereby producing trace data and stores said trace data with said first data.

19. – 21.   (cancelled)

22.   (currently amended) One or more processor readable storage devices<u>,</u> <u>comprising:</u>

~~having~~ processor readable code embodied on said processor readable storage devices, said processor readable code for programming one or more processors ~~to perform a method comprising:~~ automatically <u>adds</u> ~~adding~~ first additional code to <u>first</u> existing code<u>, said first</u> <u>existing code</u> ~~that~~ creates a ~~first~~ software entity, said first additional code stores first data relevant to said ~~first~~ software entity, said first data is available when said ~~first~~ software entity is created<u>, said processor readable code;</u> ~~and~~ automatically <u>adds</u> ~~adding~~ second additional code to <u>second</u> existing code<u>, said second existing code</u> ~~that~~ uses said ~~first~~ software entity, said second additional code accesses second data relevant to said ~~first~~ software entity and correlates said second data with said first data <u>after said second data is accessed</u>.

23.   (currently amended) One or more processor readable storage devices according to claim 22, wherein:

said ~~first~~ software entity is an object; and

said <u>first</u> existing code ~~that creates a first software entity~~ and said <u>second</u> existing code ~~that uses said first software entity~~ are object code.

24.   (currently amended) One or more processor readable storage devices according to claim 22, wherein:

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said step of adding second additional code includes adding code that traces said ~~first~~ software entity and produces trace data, said second data includes said trace data; and

said step of adding second additional code further includes adding code that stores said trace data with said first data using said ~~first~~ software entity to correlate said trace data with said first data.

25.   (currently amended) One or more processor readable storage devices according to claim 22, wherein:

said ~~first~~ software entity is an object;

said step of adding first additional code includes adding code that stores said object with said first data; and

said step of adding second additional code includes adding code that uses said object to correlate said second data with said first data.

26.   (currently amended) One or more processor readable storage devices according to claim 22, wherein:

said first data indicates an SQL statement;

said ~~first~~ software entity is an object that pertains to said SQL statement;

said <u>first</u> existing code ~~that creates said first software entity~~ receives said SQL statement;

said <u>second</u> existing code ~~that uses said first software entity~~ causes the execution of said SQL statement;

said step of adding first additional code includes adding code that stores said SQL statement and said object; and

said step of adding second additional code includes adding code that traces a use of said object thereby producing trace data and stores said trace data with said first data.

27. – 28.   (cancelled)

29.   (currently amended) An apparatus for adding functionality in order to access

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information, comprising:

a communication interface;

a storage device; and

one or more processors, said one or more processors in communication with said communication interface and said storage device, said one or more processors ~~perform a method comprising:~~ automatically <u>adds</u> ~~adding~~ first additional code to <u>first</u> existing code<u>, said first existing code</u> ~~that~~ creates a ~~first~~ software entity, said first additional code stores first data relevant to said first software entity, said first data is available when said ~~first~~ software entity is created, ~~and~~ <u>said one or more processors</u> automatically <u>adds</u> ~~adding~~ second additional code to <u>second</u> existing code<u>, said second existing code</u> ~~that~~ uses said ~~first~~ software entity, said second additional code accesses second data relevant to said ~~first~~ software entity and correlates said second data with said first data <u>after said second data is accessed to produce correlation data, said one or more processors reports said correlation data to an output device</u>.

30.   (currently amended) An apparatus according to claim 29, wherein:

said ~~first~~ software entity is an object; and

said <u>first</u> existing code ~~that creates a first software entity~~ and said <u>second</u> existing code ~~that uses said first software entity~~ are object code.

31.   (currently amended) An apparatus according to claim 29, wherein:

said step of adding second additional code includes adding code that traces said ~~first~~ software entity and produce<u>s</u> trace data, said second data includes said trace data; and

said step of adding second additional code further includes adding code that stores said trace data with said first data using said ~~first~~ software entity to correlate said trace data with said first data.

32.   (currently amended) An apparatus according to claim 29, wherein:

said ~~first~~ software entity is an object;

said step of adding first additional code includes adding code that stores said object with

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said first data; and

       said step of adding second additional code includes adding code that uses said object to correlate said second data with said first data.

       33.   (currently amended) An apparatus according to claim 29, wherein:

       said first data indicates an SQL statement;

       said ~~first~~ software entity is an object that pertains to said SQL statement;

       said <u>first</u> existing code ~~that creates said first software entity~~ receives said SQL statement;

       said <u>second</u> existing code ~~that uses said first software entity~~ causes the execution of said SQL statement;

       said step of adding first additional code includes adding code that stores said SQL statement and said object; and

       said step of adding second additional code includes adding code that traces a use of said object thereby producing trace data and stores said trace data with said first data.

       34. – 36.   (cancelled)

       37.   (new) A method for adding functionality in order to access information, comprising:

       accessing existing code that creates a software entity and uses said software entity; and

       after said accessing, automatically modifying said existing code, said modifying includes adding first additional code and second additional code to said existing code, said first additional code stores first data relevant to said software entity at time of creation of said software entity, said second additional code accesses second data relevant to said software entity and correlates said second data with said first data.

       38.   (new) A method according to claim 37, wherein:

       said software entity is an object;

       said object pertains to an SQL statement; and

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said first data indicates said SQL statement.

39.   (new) A method according to claim 38, wherein:

said modified existing code causes a performance of said SQL statement; and

said second data includes trace data that indicates a time for performing said SQL statement.

40.   (new) A method for adding functionality in order to access information, comprising:

accessing existing code that creates a software entity and uses said software entity; and

after said accessing, automatically adding first additional code and second additional code to said existing code, said first additional code stores first data relevant to said software entity at time of creation of said software entity, said second additional code accesses second data relevant to said software entity and correlates said second data with said first data.

41.   (new) A method according to claim 40, wherein:

said software entity is an object;

said first data represents an SQL statement;

said object pertains to said SQL statement;

said existing code receives and executes said SQL statement; and

said second data is trace data that includes information about how long said SQL statement executes.